# STAR WARS™

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# IMPERIAL TIE BOMBER

13

***The Empire's heavy assault vessel***

***Asteroid space slug***

***Dengar, the bounty hunter***

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STAR WARS

"WHEN THE TIE BOMBERS FIRST STARTED SHELLING YAVIN 4, I THOUGHT THE PLANET WOULD CRACK WIDE OPEN. THOSE EGG LAYERS LEVELLED THE JUNGLE."

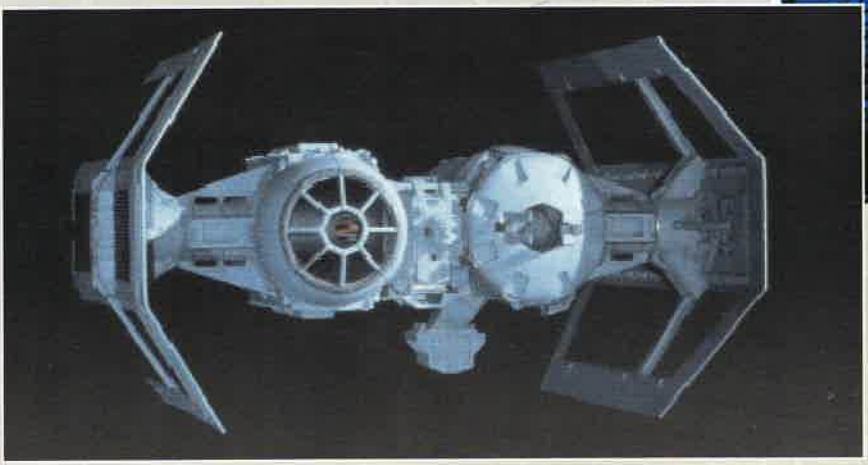
REBEL CONTROLLER TIGRAN JAMIRO

Nobody knew better than Han Solo that underestimating an Imperial TIE bomber and its powerful payload could be fatal. When the *Millennium Falcon* escaped the Imperial assault on Hoth and evaded its TIE fighter pursuit in an asteroid field, Solo took as much time as he could to find a nice deep hole to hide in. He knew the Empire would send its TIE bombers to flush him out.

# SIENAR FLEET SYSTEMS' TIE BOMBER

## LEGEND OF THE TIE BOMBER

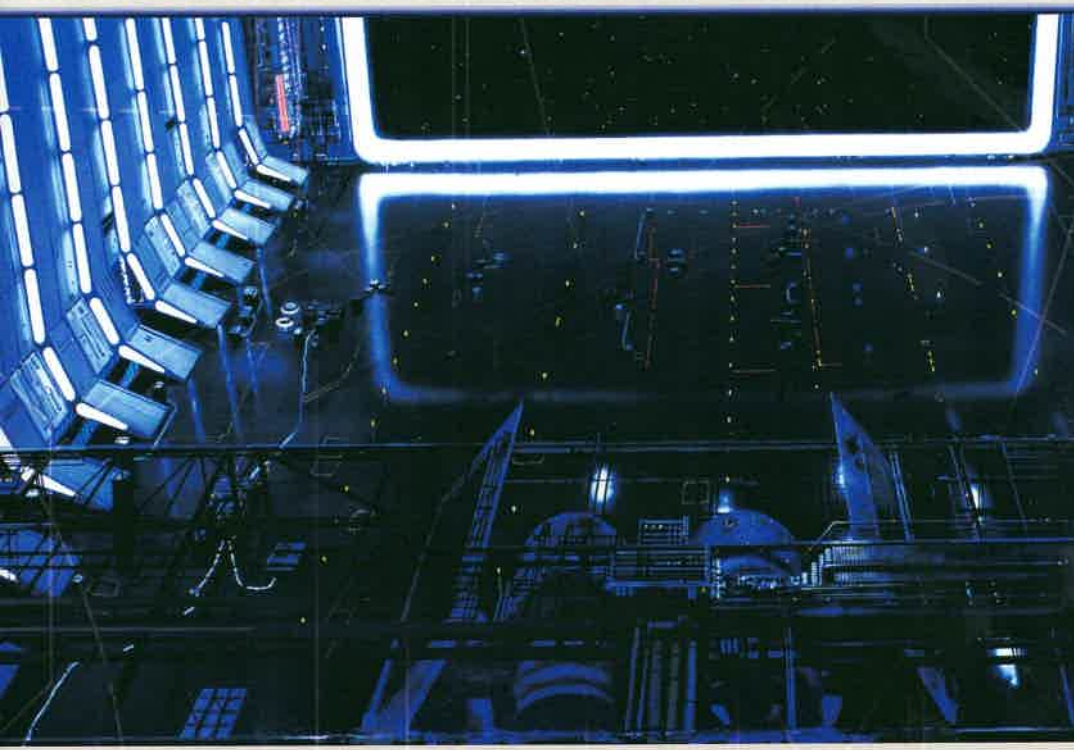
**Though called 'sitting ducks' or 'dupes' by Rebel Alliance pilots, a single TIE bomber possessed sufficient firepower to cause significant damage to a space station, ground installation or capital ship. They were formidable weapons, and saw general service from not long after the Battle of Yavin right through until the Yuuzhan Vong invasion.**



For some time before the Battle of Yavin, the Empire had been using the TIE/gt as a tactical bomber. With its cylindrical fuselage, the TIE/gt was able to ship a fair amount of ordnance, but it was only ever a stop-gap solution. Sienar Fleet Systems took the TIE/gt as a starting point, adding developments from the TIE Advanced x1. As a result, the TIE/sa bomber has the same bent-wing configuration as the fighter flown by Darth Vader at the Battle of Yavin, but there all similarities end.

### Heavyweight Fighter

The TIE/sa bomber had a twin cylindrical fuselage configuration. The starboard 'cylinder hull' was where the pilot sat, while the port pod carried the bombs, missiles or thermal detonators. Unlike most Sienar TIE fighter craft, the bomber pilot enjoyed the benefits of a life support system and an ejector seat.



The bomber was not fitted with shields, though it was more heavily armoured than other TIE craft. This was primarily to hold the vessel together during flight within a planet's atmosphere, and to withstand back-blast concussions from successful attacks.

The powerplant on the TIE/sa was a modified and, obviously, smaller version of the SFS I-a2b solar ionization reactor used to power Star Destroyers. The TIE/sa needed a huge power output partly to power the SFS P-s4 twin ion engines and bomb delivery systems, but particularly for the advanced sensor and targeting packages. These were powerful and accurate enough to punch through most combat sensor masking and interference, even if the bombers occasionally had to get uncomfortably close to their targets to achieve this.

## Significant Firepower

TIE/sa bombers were fitted with wing-mounted laser cannons, but the bomber was never meant to engage fighter craft in protracted dogfights. In fact, the slow-moving bombers were almost always sent into combat accompanied by TIE/in fighters to ensure they survived long enough to deliver their explosive payloads. That said, TIE/sa bombers could sit at the edge of a dogfight and pick off enemy fighters with homing missiles in support of TIE fighters.

However, the principal role for the craft was as a surface assault bomber, hence the 'sa' in its designation. The destruction of targets on the surface of a planet had been the job of Imperial Star Destroyers. They lacked any real precision, while TIE/in fighter craft lacked the required firepower to damage shielded installations.

By contrast, with its SFS T-sb targeting computer and the Nordoxicon bomb sight, the TIE/sa was capable of astonishing accuracy. In precision attacks, it could destroy military targets surrounded by civilians and their property with little or no collateral damage. However, the TIE/sa could be used to carpet-bomb those same civilians with terrible efficiency. Under the Empire, this was an all-too-regular occurrence.

# INTO THE ATTACK

## AN EXPENDABLE RESOURCE

**The secret of the success of the TIE/sa bomber lies in two factors – its immensely destructive payload and, so far as Imperial strategists were concerned, the mass-produced and disposable nature of both bomber and pilot.**

The TIE/sa could be easily configured to carry a variety of heavy ordnance, thanks to its modular design. Indeed, the entire port pod could be removed and replaced, allowing for a number of TIE/sa variants. For example, an early variant, the boarding craft, allowed Darth Vader and his stormtroopers to board the *Tantive IV* in orbit over Tatooine before the stricken craft had been drawn up into Vader's Star Destroyer. This variant had the bomb pod removed and replaced with a, slightly cramped, passenger compartment able to lock onto the hull of any craft and burn through the airlock to allow the assault troops to enter.

### Shock And Awe

When simply operating in its primary role, the TIE/sa carried an impressive array of standard munitions, even before any mission-specific modifications were carried out. The standard payload of bombs for the TIE/sa was either six ArmaTek SJ-62/68 orbital mines or four ArmaTek VL-61/79 proton bombs. For missions

**As their ships had life support systems, TIE/sa bomber pilots had helmets with faceplates that could be raised. They kept their standard TIE pilot flight suits on, however, just in case.**

against smaller, civilian targets, the bomber could be easily modified to drop 64 thermal detonators.

In addition to a bombs, two different types of missiles could be loaded aboard on two separate launchers, depending on requirements. The dual SFS T-s5 proton torpedo launchers and the paired SFS M-s3 concussion missile launchers could carry four and eight missiles respectively. If bombs were not required during the mission, the launchers could be loaded with six and 10 missiles respectively.

These were just the standard payloads, and TIE/sa bombers were easy to retrofit for other missions. Although these were almost always of a military nature, TIE bombers could even be used as shuttles.

### Long Service

Though several other military craft were capable of mounting missiles and bombs, including the TIE Avenger and TIE Defender, the basic TIE/sa endured because it was comparatively cheap to produce and easy to pilot. Only with the advent of the Scimitar bomber many decades later did the TE/sa begin to be phased out.

# STORMTROOPERS

## IMPERIAL SHOCK TROOPS

**Formed from the clone troopers formerly loyal to the Old Republic, the legions of anonymous, white-clad stormtroopers quickly became the most visible symbols of the New Order – Palpatine's Empire. Equally quickly, they became known as brutal, merciless oppressors and a mere extension of the will of the Emperor.**

From the outset, the Emperor kept the stormtroopers separate from the rest of the Imperial Army and Navy, though medical care for the stormtroopers was carried out by the Navy's medical corps. At the creation of the Empire, the legions of stormtroopers were swelled by the addition of three fresh batches of Fett clones. The faceless, uniform ranks of troops marched across the galaxy, bringing the Emperor's peace to all – whether they liked it or not.

### Propaganda Success

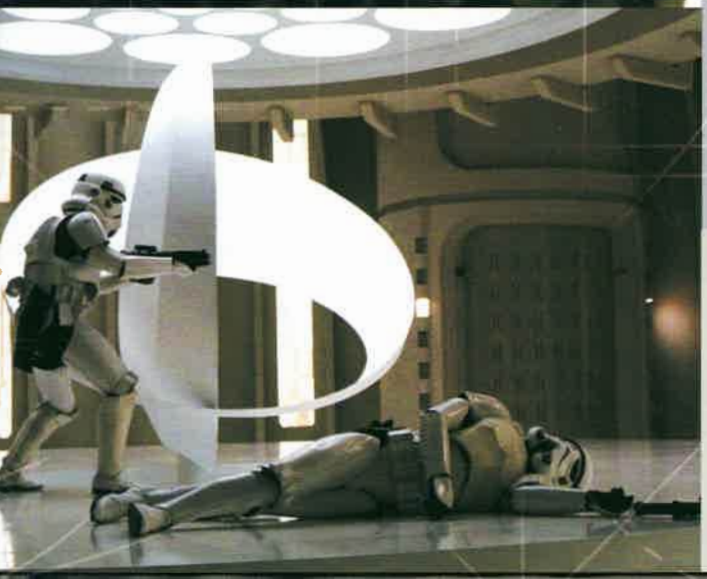
However, the propaganda of the Empire was such that loyalists were encouraged to join up and, if they met the strict requirements, human males (and a very, very few females) were allowed to begin their stormtrooper training at a number of academies spread around the galaxy. Added to these fanatics were a large number of brainwashed political prisoners. It suited the Emperor's evil humour to see his opponents reduced to near-mechanical subservience in the ranks of the very troops used to oppress so many planets.

### Bring On The Clones

By the time of the Battle of Yavin, only a third of stormtroopers were clones from the Jango Fett DNA. The overwhelming majority of stormtroopers were now recruits, though some came from one of three new DNA sources that had been introduced previously. This is particularly impressive when you consider that the first non-clone recruits only began their full service nine years before the Battle of Yavin.

The last great influx of clones into the ranks of the stormtroopers came during the campaign of Grand Admiral Thrawn, who had rediscovered the cloning facilities on Wayland. Even before this point,

**The insistence that stormtroopers be exclusively human was part of Palpatine's theory of High Human Culture. The New Order preached that all non-humans were inferior.**



**PROFILE**

Stormtrooper
**Height:**
1.83 metres
**Weapon:**
BlasTech E-11 blaster rifle
**Affiliation:**
Empire

the Imperial military, hard pressed by the forces of the New Republic, had already begun to recruit more women and, however reluctantly, even aliens.

There were many different specialist units within the stormtroopers, each with their own training and particular weapons and equipment.

### Sandtroopers or Desert Troopers

Harsh desert environments encountered by Imperial troops on planets like Tatooine demanded special equipment and survival training. The temperature control body glove worn under the 18-piece armour set was boosted to keep the trooper cool in even the most extreme temperatures. Desert troopers also carried additional water rations. Their helmet visors featured filters to keep sand out of the breathing systems, and polarised lenses to cut down glare from the sun.

### Zero-G Assault Stormtrooper

Based on technology first deployed during the Clone Wars, the Zero-G stormtrooper, or spacetrooper, operates in the vacuum of space. While regular stormtrooper armour affords limited, short-duration exposure to hard vacuum, spacetroopers wear two distinct protective suits that allow them to fight in open space and in zero gravity environments. Their training makes them among the most deadly of troops. They are used to board enemy starships to capture them intact. Their abilities at close-quarter combat are legendary.

The lighter spacetrooper armour allows greater flexibility, but cannot be used for too long. The heavier powersuits sacrifice manoeuvrability

## Behind the mask

**Stormtrooper helmets were packed with technology to aid the trooper on the battlefield. As well as polarising lenses and a comlink, displays allowed the trooper to monitor his equipment and the terrain around him, cutting through smoke and dust to reveal otherwise hidden targets.**

for greater protection with more time in space, and arms the stormtrooper with some powerful weapons, including a mini-proton torpedo launcher and a cutter capable of slicing a way into most spacecraft.

### Radiation-Zone Assault Troopers

The unique demands of an irradiated environment, be it on a high-radiation planet, in a damaged reactor complex or starship, meant that once again special armour and training was required. The radtroopers, as they were known, were the solution to the fact that spacetrooper armour was too bulky to operate in anything other than a zero-g environment.

A radtrooper's armour was silver and black, and was able to reflect both heat and radiation. As well as being proof against radiation, the armour was also good at warding off dangerous chemicals and biological agents.

The increased rate of malfunctions in unshielded equipment in high-radiation environments meant that the sidearms issued to radtroopers were vastly more powerful than standard stormtrooper blasters. The stormtroopers' regular-issue thermal detonator proved too unstable to use in irradiated environments, so they were replaced with high-explosive concussion grenades. Radtroopers were also well trained in hand-to-hand combat, and in the use of melee weapons. They were regularly issued with the force pikes favoured by the Emperor's Royal Guard.

**For those stormtroopers who were not clones, and therefore not naturally obedient, training involved a heavy element of political indoctrination to ensure utter devotion to the Empire.**

# PUNISHING ONE

## DENGAR'S SHIP

**The starships used by bounty hunters are rarely in their 'straight off the shelf' original condition for long. Upgraded, customised and retrofitted, battered, shot and repaired – they quickly take on characteristics of their owners. Dengar's ship, *Punishing One*, was no exception.**

Designed by the Corellian Engineering Corporation in the waning years of the Old Republic, the JumpMaster 5000 was a slender craft designed to allow a single pilot to operate relatively independently for long periods of time during operations designed to map out new hyperspace routes. Unfortunately, the JumpMaster's lowly Class 3 hyperdrive was prone to breakdowns, requiring much tinkering and repair work to coax it along, so the series was never a great success.

### Personal Modifications

A Corellian himself, the assassin and sometime bounty hunter Dengar took an old JumpMaster 5000 and modified it to suit his own needs. As Dengar rarely took on contracts requiring transport of live bounty, using a ship that sought only to serve and support a single occupant made it perfect for a lone hunter.

One of the first changes Dengar made to his ship, now christened *Punishing One*, was to upgrade the engines, both sublight and hyperspace, closely followed by the weapons systems. Though the hyperdrive was still a Class 3, it was less prone to breakdown. The sublight speed was increased and, along with the upgraded weapons, complemented Dengar's personal preference of dealing with targets head on.

To further facilitate his confrontational style, Dengar fitted his ship's quad laser cannon turret with a modified Artoo unit, which acted as a gunner and allowed Dengar to concentrate on flying the ship. *Punishing One*'s original weedy little laser cannon was replaced by a small ion cannon and a proton torpedo launcher.

### Covert Operations

As Dengar worked alone, much like others plying his trade, he fitted his ship to be able to drop small sensor beacons from a stock of hundreds of such items. Using these and his ship's modified sensor systems, Dengar could quickly ensure that he had 'eyes and ears' everywhere he needed them.

## *Punishing One* PROFILE

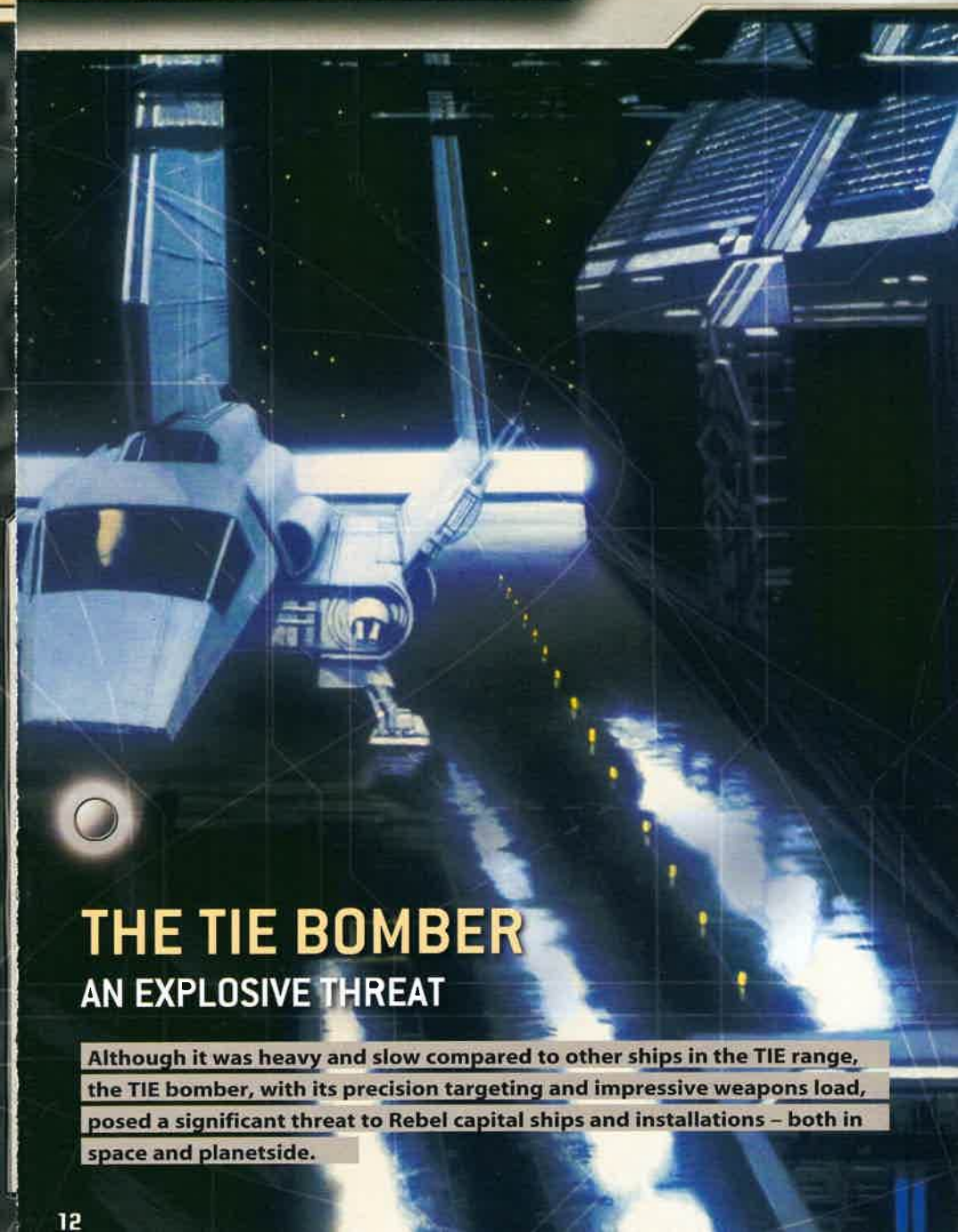
**Type:**
Modified JumpMaster 5000 reconnaissance starship

**Manufacturer:**
Corellian Engineering Corporation

**Crew:**
1 Pilot

**Size:**
20.1 metres long

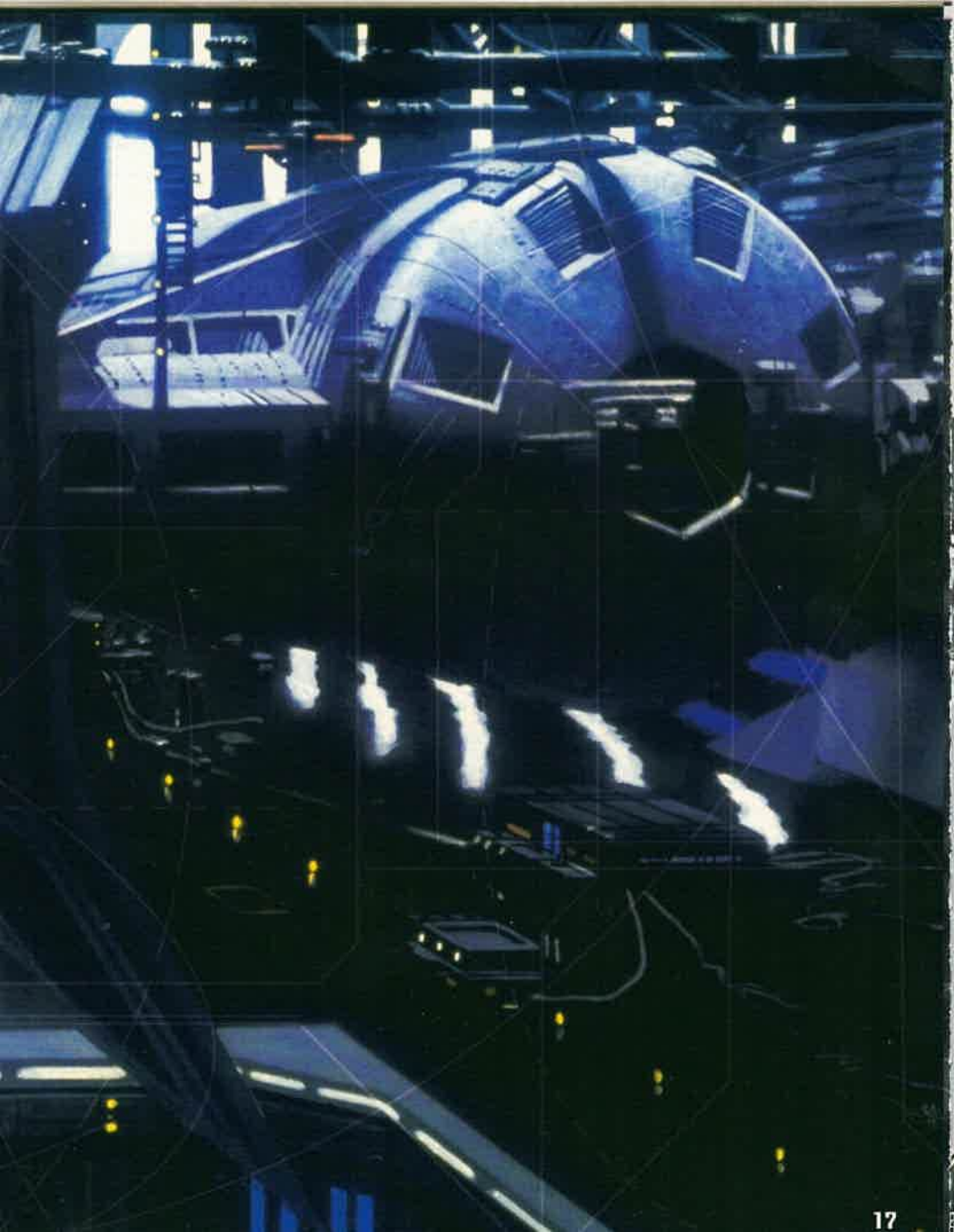
**Affiliation:**
Independent / Bounty hunter



# THE TIE BOMBER

## AN EXPLOSIVE THREAT

**Although it was heavy and slow compared to other ships in the TIE range, the TIE bomber, with its precision targeting and impressive weapons load, posed a significant threat to Rebel capital ships and installations – both in space and planetside.**



# TIE BOMBER

**Type**
Starfighter

**Model**
TIE/sa bomber

**Length**
7.8 metres

**Manufacturer**
Sienar Fleet Systems

**Speed**
60 MGLT

**Crew**
1 pilot

**Weapon**
SFS L-s1 laser cannon (2)
SFS T-s5 proton torpedo launcher (2)
SFS M-s3 concussion missile launcher (2)

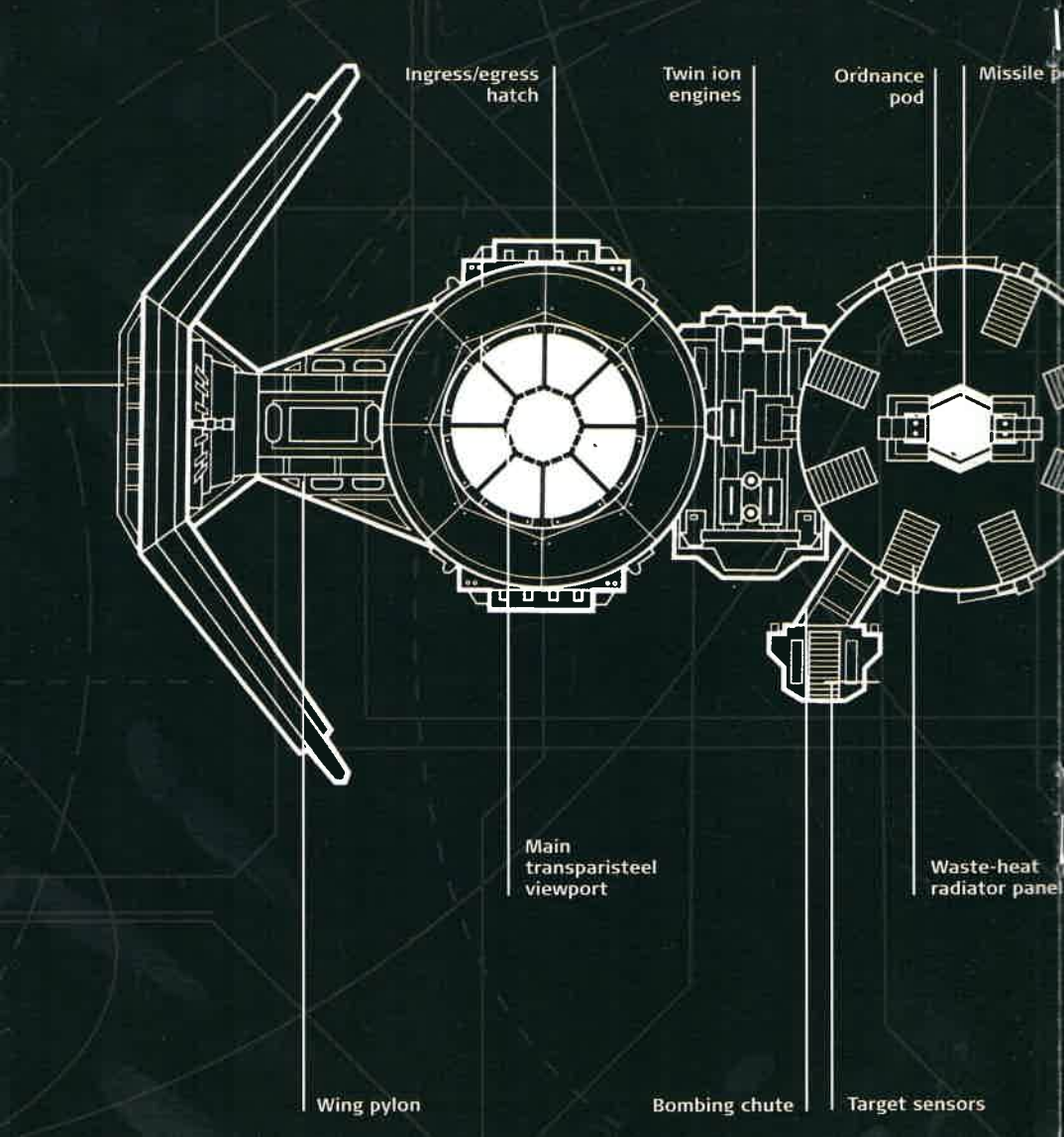
**Affiliation**
Empire

Solar-array wing

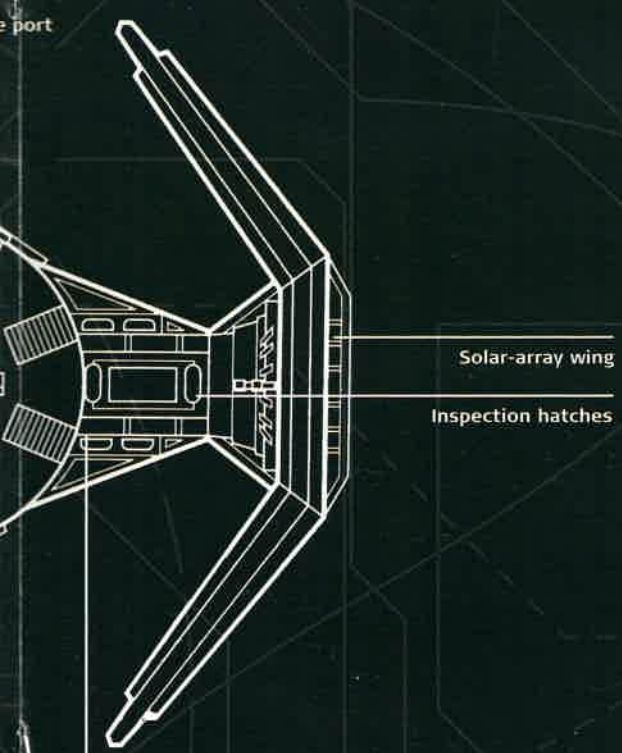
**Devastating Accuracy**

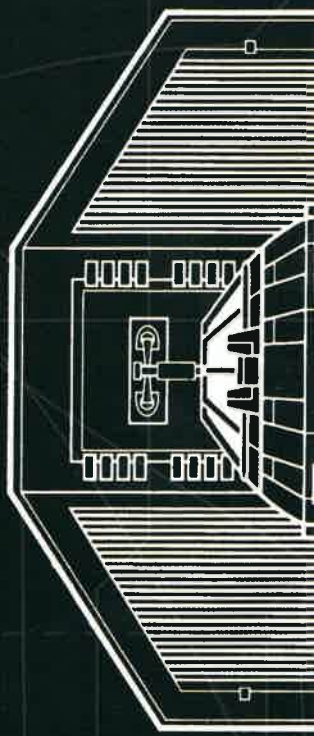
The TIE /sa bomber had a SFS T-sb targeting computer plus a Nordoxicon bomb sight and was capable of an astonishing accuracy. It could destroy a target in a city and leave the surrounding buildings intact, or sit at the edge of a dogfight and pick off fast-moving enemy fighters with no threat to its allies.

The TIE bomber's hull consists of two cylindrical pods linked by
the power plant and engines. The reinforced pylons hold bent-w
giving the bomber its unique combat silhouette. The weapons m
configured to carry bombs, missiles, thermal detonators and e



by the structure holding
t-wing solar arrays
s module can be
even propaganda leaflets.

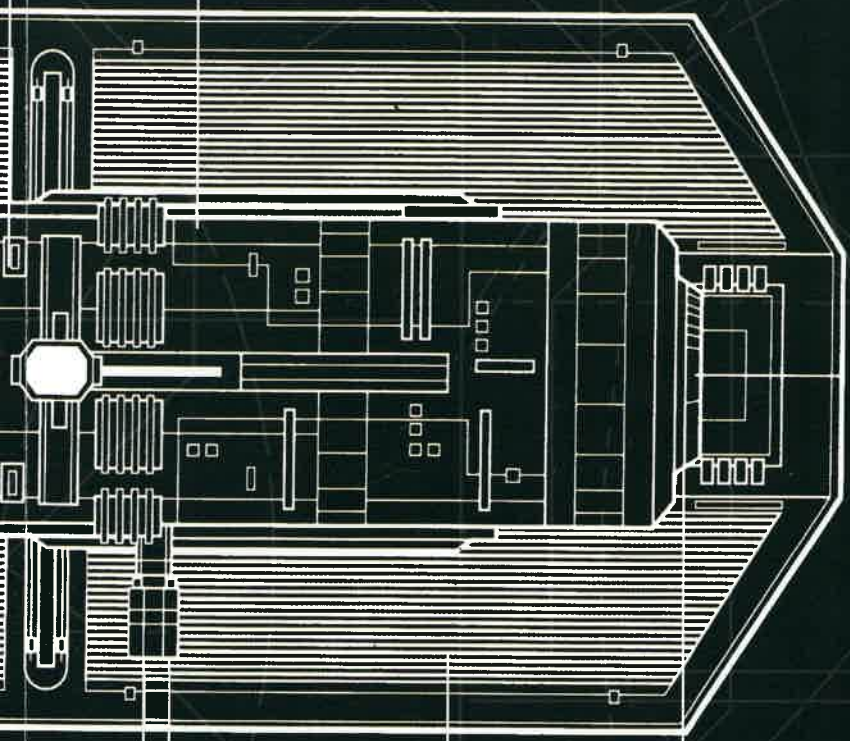


**Weapons Module**
The weapons pod could easily and quickly be configured to carry a variety of mission-specific ordnance. The standard payload of bombs for the TIE/sa was either six ArmaTek SJ-62/68 orbital mines or four ArmaTek VL-61/79 proton bombs, or 64 thermal detonators.

## Life Support

Unlike other ships in the TIE family, the cockpit of the TIE/sa had life support systems and a pilot ejector seat. Even so, pilots wore the usual TIE pilot suit, complete with its own life support system, but had a helmet with a flip-up faceplate.



# DENGAR

## A BITTER BOUNTY HUNTER

**Once a promising swoop bike racer, Corellian bounty hunter and hired assassin Dengar was horribly injured in a collision with his main rival, a young Han Solo, above a crystal swamp. For most people, death would have been inevitable and, many times, Dengar almost wished this had been the case.**

After the Empire recognised the injured Dengar's potential as an assassin, he was 'repaired' by surgeons from the COMPNOR intelligence organisation, turning him into a deadly hunter with cybernetic eyes and ears, an augmented neurosystem, astonishing reflexes, and no useless emotions. Love, compassion, everything was dulled and gone, save for an intense rage directed at one man – Han Solo.

Dengar's hatred, coupled with the side effects of his neural implants, meant that each kill seemed to be Han Solo. Then reality would intrude, and Dengar would be left with the rage. He tracked Solo's career and his movements, and when Jabba offered a bounty for the smuggler, Dengar joined the chase. Again he came close to Solo, just losing him on Ord Mantell.

By now Dengar had left the Empire's service. He claimed it as an act of conscience but it may have been that his conditioning had broken down. Calling himself Payback, Dengar began hunting Imperials, but his ultimate goal was still Solo. Dengar had heard that he was with the Alliance, and hunting his former employers offered a way in. The ploy worked – Dengar was sent to Hoth, but arrived as the Imperials launched their attack. Captured by Darth Vader's Star Destroyer, Dengar was offered the chance to join the hunt for the *Millennium Falcon*. He accepted, but was beaten to the target by Boba Fett.

### Escape From Bondage

Circumstances saw Dengar meet up with a ghost from his recent past – a stunning dancer called Manaroo. Her plight had touched Dengar once before, and now her cybernetic implants broke down the COMPNOR programming.

Dengar continued as a bounty hunter for a time, rescuing Boba Fett after the hunter had escaped the Sarlacc. The two joined forces, but Dengar eventually gave up the bounty hunter life to settle down with Manaroo. Though he came out of retirement briefly, he'd had his cybernetics removed and Dengar was a man again.

## Did You Know?

**Dengar's body armour includes pieces from the kit belonging to a snowtrooper, stormtrooper and a sandtrooper – remnants of his previous careers.**

PROFILE

Dengar

**Species**
Human

**Native Planet**
Corellia

**Height**
1.8 metres

**Weapon**
Valken-38 blaster rifle, concussion grenades, vibroblade

**Affiliation**
Independent / Bounty Hunter

# ASTEROID FIELDS
## OF THE HOTH SYSTEM

**The main reason that the Hoth system was selected by the Rebel Alliance to host their main base was the asteroid field that swirls near the ice planet of Hoth. The asteroid field's deadly maelstrom of rocks hid Rebel activities as the base was set up, and concealed the *Millennium Falcon* as it fled the Imperial attack.**

The sheer violence of the Hoth system's asteroid field speaks of its relatively recent creation (recent in the sense of galactic time, that is). Scientists and surveyors speculate that it formed after the collision of two planets aeons ago, or that one of the planet Hoth's own moons crumbled – or even that the planets' collision caused the moons to crumble and supplemented the rock storm. Whatever the case, the iron-rich asteroids are avoided by all but the most skilled and desperate of pilots.

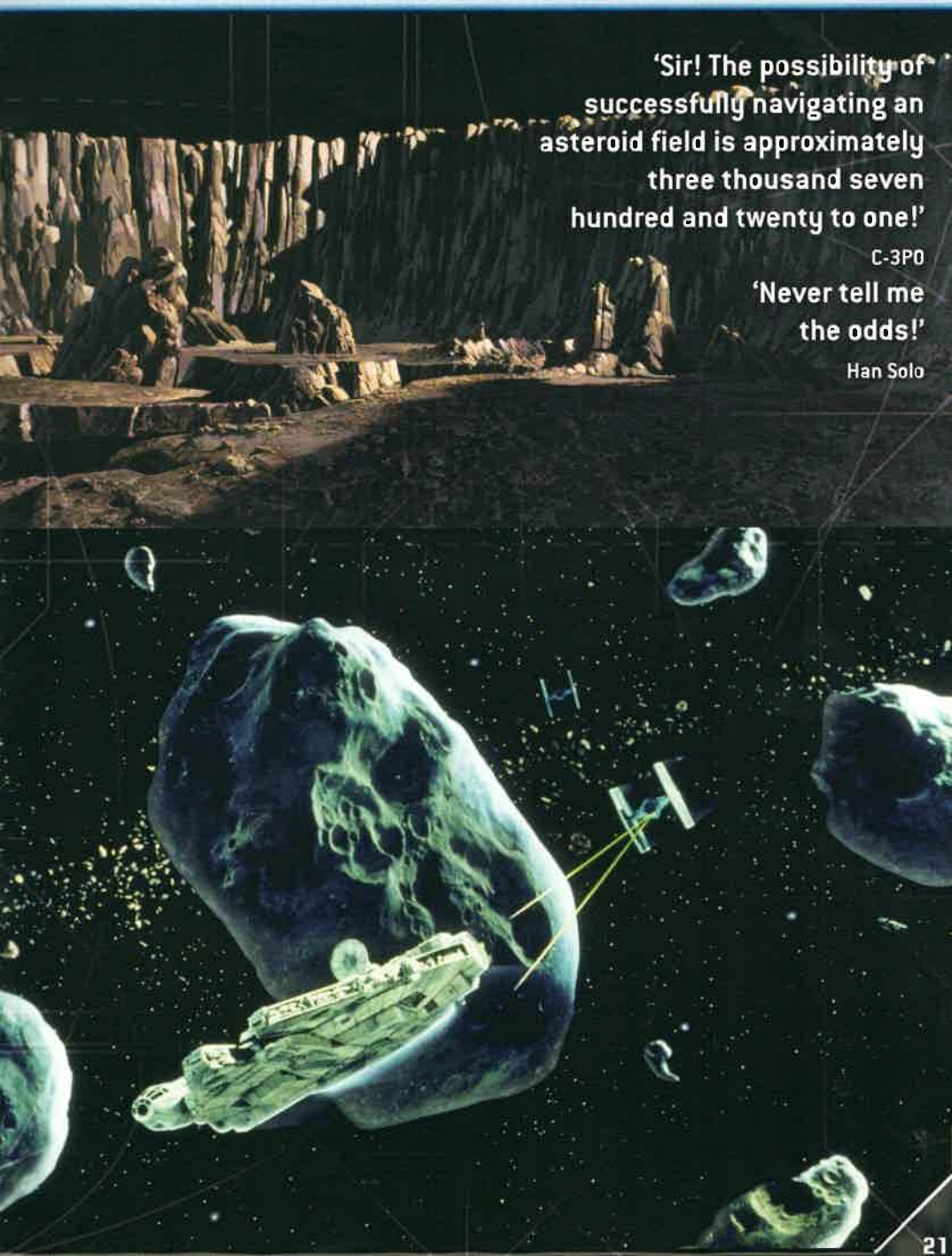
### Dark Legends of the Hoth Asteroids

Some of the asteroids in the belt are the size of small moons, and these are known to support very thin atmospheres. As a result, the Hoth belt has been home to a number of miners, smugglers and pirates over the years, as well as a number of hardy life-forms and dark rumours.

As the asteroids were formed by the disintegration of planetary bodies, they are rich in a variety of minerals, leading to many unsuccessful attempts to harvest that wealth. There are rumours of one asteroid being entirely composed of platinum. Certainly, the high metal content causes sensor readings to be unreliable at best, making the field a good hiding place. However, the very high mineral content and the presence of some organic materials – not to mention frozen water – means that there are some incredible living creatures in the asteroid field.

### Almighty Exogorths

The Hoth asteroids are home to a relatively thriving, but still rare population of exogorths – or space slugs, to use the common name. These burrowing silicone-based life-forms feed on the mineral-rich asteroids and also on mynocks,



'Sir! The possibility of successfully navigating an asteroid field is approximately three thousand seven hundred and twenty to one!'

C-3PO

'Never tell me the odds!'

Han Solo

'The cave is collapsing!'

Princess Leia

'This is no cave!'

Han Solo

## Behind the scenes

**Filming the asteroid field for *The Empire Strikes Back* required considerable ingenuity from the technicians at ILM, resulting in their using around 25 different visual effects. Smaller asteroids were suspended from rotating wires to create a chaotic backdrop, with the wires later 'painted out'. Larger asteroids, shot individually, were made of polystyrene covered in plaster and, in one case, was an actual potato. All of these elements were shot against a blue screen and then brought together with the model elements for the final sequence.**

another silicone-based creature. Both are a menace to anyone using the caverns and tunnels of the larger rocks. The existence of a truly enormous exogorth specimen was put down to space-happy legend until Han Solo stumbled on its lair. (Some people continued to disbelieve the story, thanks to Solo's reputation for exaggeration.) Exogorths were used by some enterprising, and suicidally bold, smugglers as 'guard dogs' at the entrances to their hideouts. However, the majority of those using the Hoth asteroid field as a refuge encountered one of the more common pests associated with space travel – mynocks.

### Winged Parasites

In their normal surroundings of deep space, the silicone-based mynocks feed on electromagnetic, electrical and stellar energy, as well as certain minerals found in most asteroids. Moving through space on bat-like wings, mynocks quickly flock to spacecraft, attaching themselves to power cables and to ships' hulls. Though their metabolisms are slow, the tough-skinned mynocks flock together, and their eating habits have resulted in ships being crippled and even destroyed. As a result, all spaceports (particularly those on off-planet locations) have strict quarantine regulations, and any pilots who don't properly check their ship before landing can find themselves stuck until their vessel is decontaminated, and then left with a hefty bill.

While mynocks are commonly eaten by space slugs, the larger exogorths can have colonies of mynocks living inside them for some time before they are digested. The monstrous slug that Han Solo encountered was so large that the mynocks inside it were relatively safe, and instead happily fed off their immense host.

# JOHN KNOLL
## MASTER OF DIGITAL EFFECTS

**In 2007, John Knoll was voted number 10 in the Top 50 Smartest People in Hollywood by *Entertainment Weekly*. He and his brother, Thomas, co-authored Adobe Photoshop. *Star Wars* fans know him for his work on the visual effects for the *Star Wars* prequel trilogy.**

Fans of *Star Wars* will know John Knoll for four appearances in the films themselves, two each in Episodes I and III. For the first prequel, he appeared as Naboo fighter pilot Bravo 4 and as a flag bearer in the end celebration. In Episode III, he is a Coruscant firespeeder pilot and one of the patrons of the opera house. Though Knoll himself is not in Episode II, his son is; Alex Knoll plays the Jedi Padawan and Bear Clan member J.K. Burtola.

Back in 1997, the movie effects industry was revolutionised by the digital effects created for *The Phantom Menace*. Until then, film effects relied almost entirely on miniatures, glass paintings and limited blue-screen work.

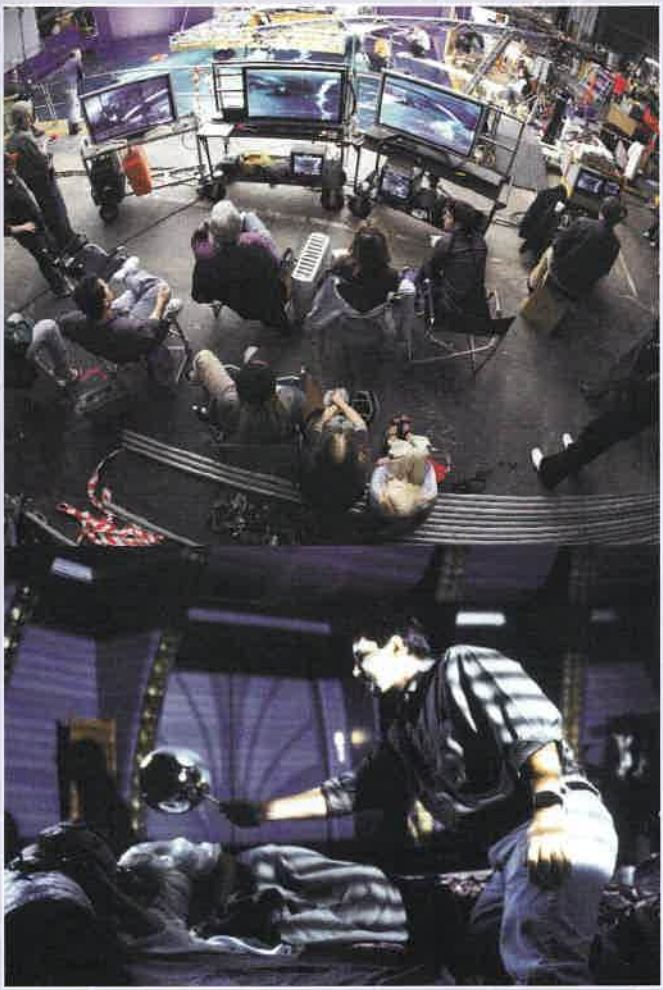
### New Technology

Early on, after long discussions with George Lucas on what was being planned for Episode I, Knoll admits he had no idea how he and the team at ILM were going to carry out so many effects.

In the end, it was decided to combine traditional film-making methods with digital techniques, seamlessly merging the digital and real-world photography. This required Knoll and his team to write new programs to help this process. The software would allow them to create 'digital characters' – sophisticated animated images that could interact with flesh-and-blood actors without seeming any less real. Lucas shot live-action sequences using stand-ins for the digital characters, giving the human cast something to work with. This

## Knoll on Episode III

**"It was a very well organised film. It had to be because you'd die if it wasn't... If you're doing under a hundred shots, it can be complete pandemonium and you can still get it done. When you're doing 2,000 shots, it has to be scheduled like clockwork."**



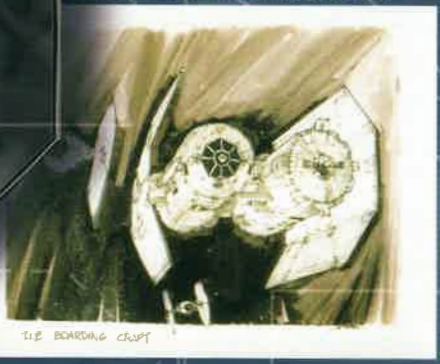
made the integration of the digital characters far more convincing.

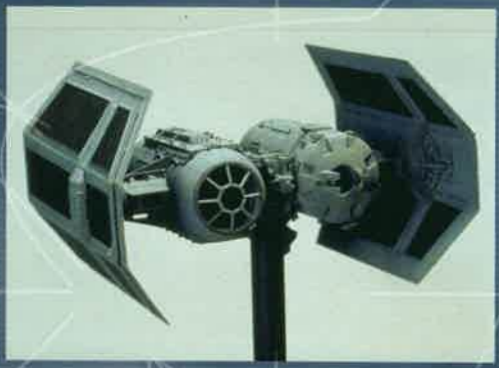
Within a year and a half, the ILM effects technicians had created 60 digital characters, 800 animation shots (of which 350 were of Jar Jar Binks) and around 2,000 visual effects shots. Even as they were recovering from this, Lucas hinted to Knoll and Rob Coleman that Episode II would be even bigger. He was correct, as all of Episode II's more than 2,200 shots contain some form of visual effect! Episode III featured an incredible 2,151 individual effects shots and 185 digital characters.

# THE TIE BOMBER

## VISUALISING THE CONCEPT

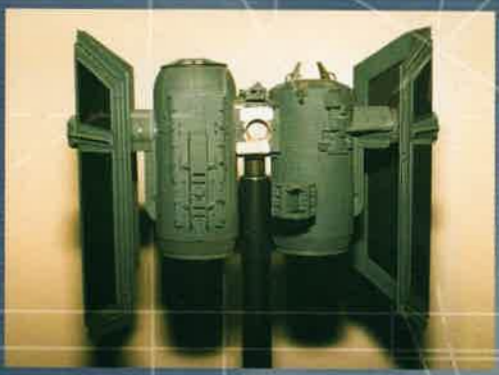
### THE TIE BOMBER MODEL



**1** The TIE bomber appeared in the Marvel *Star Wars* comic books and newspaper strips long before the actual vessel appeared in *The Empire Strikes Back*.

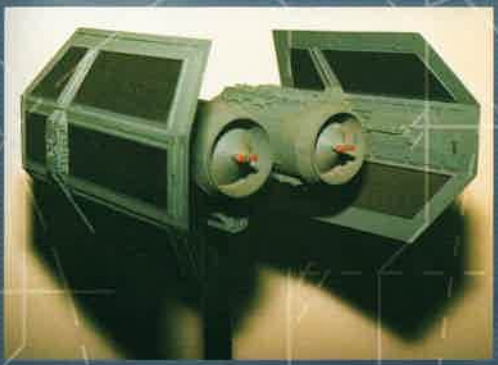
**2** The *Millennium Falcon* was styled after a hamburger, but the TIE bomber was called the 'double chili-dog' by ILM model makers.



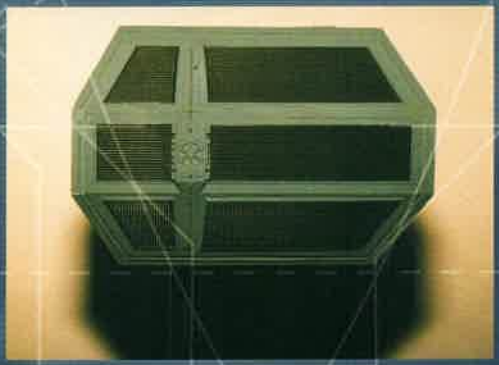
**5** In a straight-on rear view, a hole can be seen between the 'pods'. This was a mounting point for attaching the model to the film rig.

**6** The underside of the model shows how the mounting arm could be fitted at a number of points, depending on the angles needed in a given shot.

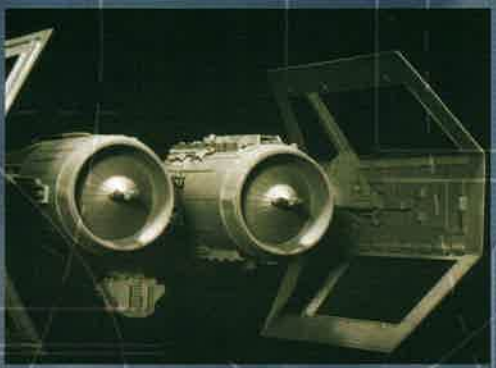
**'A ship very like the TIE bomber was originally designed for Episode IV: *A New Hope*. Described as a 'boarding craft' in the early sketches, it was intended to be used in the opening sequence of the film during the capture of the *Tantive IV* but didn't appear until the second movie.'**



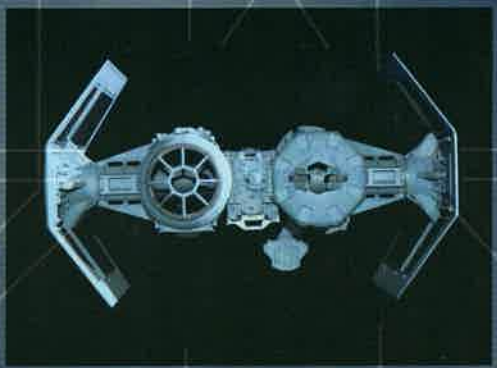
**3** An angled view of the TIE bomber made for filming, showing details of the construction. The scale model measured 22 x 19 x 14cm.



**4** The solar-paneled wing of the TIE bomber was recycled from the MPC model kit of Darth Vader's TIE fighter from *Star Wars: A New Hope*.



**7** When the model was set up for filming, the mounting arm was positioned so that it was not visible to the camera.



**8** A front view of the model lit ready for filming, showing the cockpit on the left and the ordnance pod on the right.

**1** What links the Imperial stormtroopers and George Lucas's first film, ***THX-1138?***

**2** Do TIE pilots appear in Episode V: The Empire Strikes Back?





**3** Who designed the space slug?

**ANSWERS:**

**1** The faceless stormtroopers of *Star Wars* have as their genesis the equally blank visage of the metal-masked android police of *THX-1138*

**2** No actors donned the TIE fighter pilot costumes for Episode V. However, ILM put in the broken body of a pilot, hurled into space as his ship is destroyed by an asteroid strike – it's a blink-and-miss-it moment!

**3** The slug was visualised in the paintings and sketches of Ralph McQuarrie and Nilo Rodis-Jamero. Jamero in particular was careful to demonstrate the scales of the skin of the creature. The production model, a hand puppet, was 79cm long and 28cm in diameter. ILM also built a large model of the inside of the creature's mouth.

# E

## Electrobinoculars

Technology
Episodes I to V

There are a near infinite variety of styles and specifications for this useful device. Electrobinoculars are hand-held devices that allow the user to see great distances. Various models allow the user to see into a wide spectrum of light. They can be made to record, send and receive information, or even make basic analysis of topography to highlight areas of interest. They are distinct from macrobinoculars which magnify through lenses, not electronically.

## Eloms

Species
Episode IV

Tough, hairy creatures with exceptional eyesight, Eloms come from a cold desert world, Elom, in a remote sector of the galaxy. They share their world with the tall, slim Elomin, though the two species lived in ignorance of each other for many centuries. The growing droughts and deserts of their world drove the Eloms' ancestors underground. When they did finally meet, it took the intervention of the Old Republic before the Elomin stopped treating the Eloms as little more than slave labour.

## Evazan, Doctor

Character
Episode IV

Cornelius Evazan was an insane human who, obsessed with the quest for immortality, left a trail of dead or scarred, mutilated and crippled patients across the galaxy. He settled briefly on Tatooine, forming a partnership with an Aqualish called Ponda Baba. Both ran foul of Obi-Wan Kenobi when Evazan tried to pick a fight with Luke Skywalker.

## EV-9D9 (Eve-Ninedenine)

Droid
Episode VI

This droid was a twisted and sick sadist, who delighted in torturing her fellow droids. She had worked on Bespin's Cloud City as head of security during Lando Calrissian's governorship until her horrible habits were uncovered. She fled, ending up in Jabba's palace on Tatooine. There, she ran the droid pool and was able to indulge her worst excesses. Eventually, a vengeful droid from Cloud City tracked her down and left her to the mercy of the droids she had mutilated.

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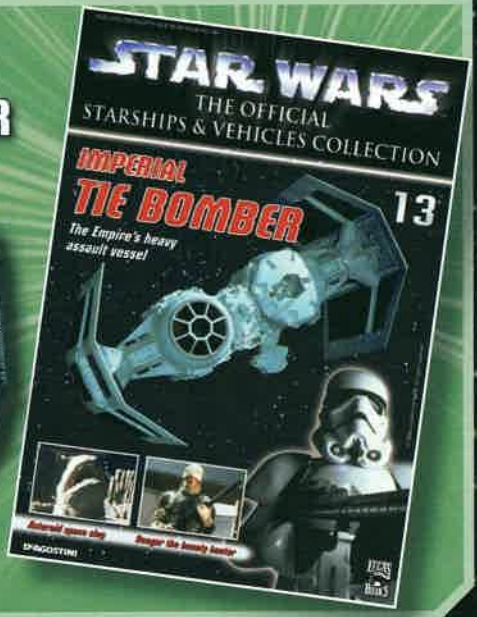


# IN YOUR NEXT ISSUE

## WITH ISSUE 14: REBEL FLEET'S B-WING STARFIGHTER

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